

ABSTRACT

Interest in reading is one of the factors that determine the level of literacy awareness in the community. Literacy awareness will have an impact on the progress of human resources in a country. The higher the quality of literacy in the community, the quality of human resources (human resources) owned in a country will increase. Along with the development of information and communication technology, literacy has also developed into digital literacy. With digital literacy, people can access various information simply by using gadgets. For a country, the younger generation will determine the direction of development in a country, children will become the younger generation who will continue the development and development of a country. The use of gadgets in Indonesian children can affect the level of interest in reading and a person's interest in reading. Children in Indonesia have a tendency to use gadgets in their daily activities. The development of content contained in gadgets greatly affects the literacy quality of Indonesian children. There is content that can have a positive and negative impact on gadget users so that the use of gadgets can affect the literacy quality of Indonesian children. The final project of the Internship and Independent Study on the GIGIH Generation held by the partner of Yayasan Anak Bangsa Bisa by GoTo with the aim of making data analysis through the Dashboard User Interface is expected to be able to analyze the reading interest of Indonesian children by implementing the knowledge that has been learned during the Internship activity. and Independent Studies with the application of scientific Data Analyst to analyze the relationship between Indonesian children's reading interest and the level of gadget use in Indonesian children.

Keyword : *Literacy, Digital Literacy, Dashboard, Student Digital Literacy Level, User Interface, MSIB, Data Analyst, Gadget*